

Jellyfish



A GAME FOR THE APPLE II
BY SIRIUS™

JELLYFISH

The Play:

Your submarine, the USS Dogstar, is on a dangerous mission to recover several discarded nuclear waste capsules from the ocean floor. The Dogstar has been equipped with a special mechanical arm for this purpose. It has also been outfitted with plenty of torpedoes used to blast belligerent jellyfish, octopuses, and squid that seem intent on cutting your mission short. While torpedoing the sea creatures will rack up points, it also causes these underwater wonders to break into smaller units that keep coming at you.

The more points you can score (by retrieving capsules and blasting sea creatures), the harder the game becomes. This game is ingeniously designed to rise to the level of competition. Jellyfish can be attempted solo or against an opponent. So, why not invite a friend over for a cordial life and death struggle 20,000 leagues under the sea?

To Begin:

Boot the Jellyfish disk in drive #1 as normal. (Press the SPACE BAR to start the game then select either the single player or the two player option and the desired control mode.)

Player Options:

Jellyfish will automatically begin in the single player option. Press SHIFT-2(") if you wish to challenge another player. Press SHIFT-1(!) to return to the single player option.

Control Modes:

Keyboard: Jellyfish will automatically begin with the Keyboard controls. When in the single player option, use the left ship controls. In the two player option, both sets of command keys are active. Press CTRL-K to return to the keyboard mode from another control mode.,

Left Ship
Control Keys
Q = Lowers mechanical
arm or fires
E = Move up
S = Move Left
D = Move Right
X = Move Down

Right Ship
Control Keys
P = Lowers mechanical
arm or fires
O = Move up
K = Move Left
L = Move Right
, = Move Down

Apple-compatible Paddles or Joysticks: Press CTRL-P to use either Apple paddles or joysticks. When using paddles, one paddle will control the sub's movement in all directions. Use the FIRE BUTTON to fire and to lower the sub's mechanical arm. If using joysticks, tilt the stick to maneuver and press the FIRE BUTTON to shoot and lower the arm.

Atari-type Joystick: Press CONTROL SHIFT-P (@) to play with Atari-type joysticks attached to Sirius Joyport. Use the FIRE BUTTON to shoot and to lower the sub's mechanical arm. Tilt the stick to maneuver.

In the single player option, use one stick with the Joyport's rear switch set to the side the joystick is connected to. If in the two player option, use two joysticks and set the rear Joyport switch to the center (both) position.

Retrieving The Capsules:

Maneuver your ship directly above the capsule and press the FIRE BUTTON (or the appropriate key) to lower the pickup gear. If you fail to line up the mechanical arm correctly, your ship will break open the capsule and you will be destroyed by the deadly nuclear waste. Please note that while your gear is extended your torpedoes are disabled.

Convenience Controls:

ESC = Pauses the game until pressed again

CTRL-S = Toggles the sound between the speaker and the cassette output

CTRL-R = Restarts the game.

Control Response:

At any time during the game you may adjust the responsiveness of your submarine. To do so, press the number keys 1, 2 or 3. Key 1 is the slowest response.

Points:

Rescued capsules have a point value of 1,000 points times the skill level. The opposing submarine is worth 5,000 points. All other sea creatures increase your score by 225 points each plus 100 points per skill level. At level 8, the scoring system "rolls over."

Skill Levels/Screen Display:

After retrieving the 5 capsules per screen, Jellyfish will advance to the next level of difficulty. You are allowed 5 submarines per game. You will lose a submarine when any of the sea creatures run into you, when you are torpedoed by your opponent or when you break open a waste capsule with your mechanical arm. The number of the sub each player is currently using is displayed at the bottom of the screen. Also displayed are each player's score and the high score since the game was last booted.

Important:

This diskette, when booted, will do a quick test of itself and your Apple. This assures that the load of the game is exact. Failure of the test results in a "beep" and an attempt at rebooting will occur. If after several "beeps" the game is still not running, you have one of the following problems: 1) the disk drive is out of adjustment 2) there is a bad RAM in the Apple. 3) you have a bad diskette. Try the diskette on a different Apple to eliminate the possibility of a bad diskette. All of our products are tested prior to shipment. We have placed a duplicate of the game on the backside of the disk in case the front side is damaged.

Sirius Replacement Policy: We will replace any defective disk with a new one for \$10.00. This fee covers the cost of the new disk, handling, and return postage within the United States and Canada. For those outside the U.S.A., please include enough additional funds to cover return postage. The original disk must be returned for replacement.

Programmed By Michael Burek
Special programming assistance by Tim Wilson
Written In Assembly Language 48K

Requires An Apple II or II+ Computer With 48K
And One Apple Disk Drive
Boots Directly With either 13 Or 16 Sector Controller
Playable With Keyboard, Apple-compatible Paddles Or Joysticks,
Or Atari-type Joysticks Connected to Sirius Software's Joyport

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Compatible With
The Sirius
JOYPORTTM

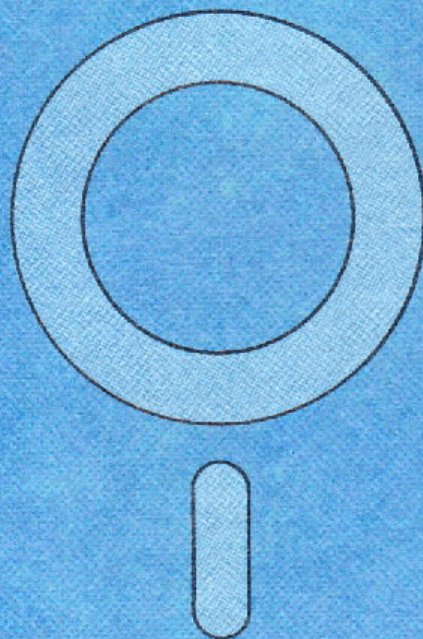


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JELLYFISH

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CONTROL
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